



Replacing the projection lamp

The lamp hours used timer in the Projector Info menu counts the number of hours the lamp has been in use. Before the lamp life expires, the message "Change lamp" appears on the screen at startup.

NOTE You can order new lamps from www.infocus.com (in select areas), your retailer or your dealer. Only genuine InFocus lamps are tested for use in this projector. InFocus is not liable for the performance, safety or certification of any other lamps. The use of other lamps violates the projector warranty and voids all certification marks on this projector.

NOTE Use the correct lamp module for your particular projector model:

SP-LAMP-041 - Used in IN3102/IN3106/ A3100/ A3300/ IN3182/ A3180/ IN3186/ A3380

SP-LAMP-042 - Used in IN3104/ A3200/ IN3184/ A3280/ IN3108/ IN3188

The image quality will be degraded if you use the wrong lamp.



Warning

- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamp.
- Only genuine InFocus lamps are tested with this projector. Use of other lamps may cause electrical shock and fire.
- Unplug the power cord before replacing the lamp.
- Do not drop the lamp module. The glass may shatter and cause injury.
- Do not touch the glass lamp screen. Fingerprints can obscure projection sharpness.
- Be extremely careful when removing the lamp housing. In the unlikely event that the lamp ruptures, small glass fragments may be generated. The lamp module is designed to contain most of these fragments, but use caution when removing it. Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement.
- If replacing the lamp while the projector is ceiling mounted, wear protective eyewear.
- Hg Lamp contains mercury. Manage in accordance with local disposal laws. See www.lamprecycle.org.





Lamp Replacing Procedure

- 1 Turn off the projector and unplug the power cord.
- 2 Wait 60 minutes to allow the projector to cool thoroughly.
- Remove the lamp door by (a) removing one screw on the side of the lamp door, (b) turn the lamp cover knob in counterclockwise direction to push up the lamp cover and remove the lamp cover
- Loosen the captive screw that attaches the lamp housing to the projector. Carefully remove the lamp housing. Dispose of the lamp in an environmentally proper manner.
- Install the new lamp module and tighten the lock screws.
- **6** Replace the lamp door by sliding it into place.
- Plug in the power cord and press the **Power button** to turn the projector back on.
- To reset the lamp hour timer, navigate to the **Status and Service** menu and select **Reset Lamp Hours**. Refer to user guide for details.











